



Far, far away in both distance and time lies the

planet of Eriban. Aliens to the planet have discovered massive deposits of the rare mineral Commodorium 64 and established network of subterranean mines. All is going to plan until they discover the deadly secrets of the Caverns of Eriban

CAVERNS OF ERIBAN



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THE GAME

As the pilot of a mine supply ship, your task is to enter the Caverns of Eriban to deliver supplies to the subterranean mining depots. On the planet's surface are five supply depots with chequered yellow landing strips.

If there is a white flashing light on top of the depot building, you can land and collect 5 supplies and refuel your craft. Avoiding the many ancient defence mechanisms you must enter the Caverns and deliver the supplies. Any mining installation requiring supplies will be displaying a red flashing light. Local flight control restrictions allow you only to land on the yellow landing strips. Once you have supplied five depots you will need to return to the surface to restock with supplies.

LOADING

- Ensure that your tape recorder is connected according to your Commodore 64 manual.
- Place the tape in the tape recorder and rewind to the beginning.
- 3. Press SHIFT and RUN/STOP on your Commodore 64.
- 4. Press PLAY/LOAD on your tape recorder.
- NOTE: Full loading instructions can be found in your Commodore 64 manual.

PLAYING THE GAME

Caverns of Eriban may be played using a joystick plugged into Port 2 of your Commodore.

Start the game by pressing FIRE on the joystick.

Your craft may be manoeuvered by pushing the joystick in the relevant direction.

Plasma bolts may be released by pressing the fire button. You will be provided with a supply of seven ships.



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Firebird Software, Wellington House. Upper St. Martin's Lane, London WC2H 9DL

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